

www.DRIV3R.com

www.atari.com

Register online today!

It's as simple as 1, 2, 3!

1. Go to www.gameregister.com
2. Enter your game's information
3. Select a great offer

Receive game-related info and other special offers
by registering online today! That's it.

Atari will not contact you without your express permission.

For more information about our privacy policy, visit

http://www.us.atari.com/privacy_policy.asp

DRIV3R © 2004 Atari, Inc. All rights reserved.

Created and developed by

REFLECTIONS Interactive Limited, an Atari studio.

All trademarks are the property of their respective owners.

Atari, Inc.

417 Fifth Avenue

New York, NY 10016 USA

MADE IN THE USA.

Part # 24432M

XBOX

LIVE

ONLINE ENABLED



ATARI

SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front-or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

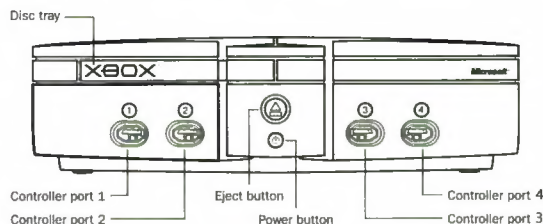
Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

TABLE OF CONTENTS

Using the Xbox® Video Game System	2
Xbox Live™	2
Using the Xbox Controller	3
The Story	6
The Characters	6
Main Menu	7
Options	8
In-Game Menus	9
DRIV3R™ on Xbox Live™	10
Heads-Up Display	11
Replay Mode	12
Film Director Controls	12
Credits	16
Atari Web Sites	27
Technical Support	27
End-User License Agreement	34

USING THE XBOX® VIDEO GAME SYSTEM

1. Set up your Xbox® video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *DRIV3R*™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *DRIV3R*.



Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

XBOX LIVE

Take *DRIV3R* Beyond the Box

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

FRIENDS

The Friends list can be accessed from the Xbox Live menu by pressing the **Y** button.



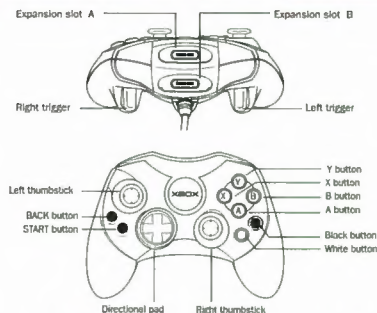
This icon appears in the Pause and Main Menus notifying you that a friend has sent a request. To process the request, access the Friends list from the Xbox Live Menu.



This icon appears on-screen during gameplay for three seconds if you are signed in to Xbox Live and have received a game invite from someone on your Friends list. If for some reason you have missed the icon on-screen during gameplay, the identical icon appears in the Pause and Main Menus. To accept the game invite, access the friends list from the Xbox Live Menu.

USING THE XBOX CONTROLLER

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *DRIV3R*.



Menu Controls

CONTROL	ACTION
left thumbstick	Move highlight
directional pad	Move highlight
A button	Accept
B button	Back

Driving Controls

CONTROL	ACTION
left thumbstick	Steering
left thumbstick left / right	Steer left / right
right thumbstick left / right	Look left / right
right thumbstick down	Rear view

CONTROL	ACTION
right thumbstick button	Horn
directional pad left / right	Steering
left trigger	Brake / Reverse
right trigger	Accelerate
A button	Handbrake
B button	Burnout
X button	Enter / Exit vehicle
Y button	Fire weapon (when applicable)
Black button	Thrill Cam
BACK button	Change view
START button	Pause Menu

On-foot Controls

CONTROL	ACTION
left thumbstick	Walk / Run
right thumbstick	Aim / Look
left trigger	Crouch / Roll
right trigger	Fire weapon
A button	Jump
B button	Reload
X button	Enter vehicle / Exit vehicle / Action
Y button	Toggle weapons
Black button	Holster / Draw weapon
BACK button	Change view
START button	Pause menu

Driving Controls Explained

Accelerate

Pull the **right trigger** to put the pedal to the metal.

Steering

Steer your car by either pressing left or right on the **directional pad**, or by moving the **left thumbstick** left or right.

Brake and Reverse

Pull the **left trigger** to hit the brakes. Once your car has stopped, continue to pull the **left trigger** and your car will go in reverse.

Pull Handbrake / E-Brake

You can throw your car into tight turns or spin 180° to avoid oncoming trouble. Press the **A button** to apply the car's handbrake and lock up the rear wheels. Watch out though, this can cause extreme over-steer if you're not careful.

Burnout

If you find yourself in a tight squeeze and need a quick getaway, press the **B button** for a rear-wheel burnout.

Horn

Click the **right thumbstick button** to hit your horn. You reduce your felony rating when you warn pedestrians out of your way by sounding your car's horn.

Look Left / Right

Move the **right thumbstick** left or right to look left or right, respectively. You can look for handy shortcuts, hidden alleyways, oncoming traffic and, of course, the cops.

Look Behind

Move the **right thumbstick** down to look behind you. This functions as your rear-view mirror. You'll see how close the cops are, as well as what they're doing.

(See Pause Menu on page 9 for additional Thrill Cam options).

Switch Camera View

DRIVER can be played entirely in first-person view (inside the vehicle or through Tanner's eyes) or third-person view (behind the vehicle or behind Tanner). Press the **BACK button** to toggle between the two settings.

Pause

Press the **START button** to pause the game.

On Foot

During Undercover missions, you can exit your vehicle and walk freely around the city. While on foot, you can perform basic functions, such as unlocking doors, flipping switches, setting detonator timers, etc. Many of these tasks are required to complete the missions.

Run

Press the **directional pad** or the **left thumbstick** up to run in the direction you're facing.

Move Backward

Press the **directional pad** or the **left thumbstick** down to move backward.

Exit a Vehicle

Press the **X button** to exit a vehicle.

Enter a Vehicle

When you're done walking, you'll want some wheels. To jack a car, walk into the path of an oncoming vehicle, causing it to stop. Once the car is stopped, press the **X button** to climb in and get behind the wheel. Most vehicles in the game can be stolen this way.

Ammo

You can automatically re-equip with ammo by walking over dead gunmen.

Draw Weapon

Press the **Black button** to draw or holster your currently selected weapon.

Change Weapon

Press the **Y button** to scroll through the weapons. Pull the **right trigger** to select the weapon.

Crouch

Pull the **left trigger** to crouch while standing. When running, pull the **left trigger** to run into a roll and stop in the crouch position.

Jump

Press the **A button** to jump while on foot.

Actions

When on foot you can perform mission-specific actions by pressing the **X button**. In some missions you will be required to trigger switches, which are highlighted by a bright yellow box.

THE STORY

A gang of Miami car thieves attempts to ship 40 of the world's most expensive cars to a mysterious international buyer. Taking their pick of cars in Miami and the South of France the gang keeps on the move and coordinates the sale in Istanbul, a city straddling both Europe and Asia. But in the gang of car thieves, posing as a getaway driver, is Tanner, an obsessive and ruthless undercover cop, determined to stop the sale of the cars and discover the identity of their buyer.

You play the role of Tanner as you work both for and against the gang of car thieves. You must use your skills in driving and firearms to infiltrate your way into the gang and then work out how to stop them in time.

There are 40 stolen cars. They have a street value of \$20 million. But there is only one cop who counts.

THE CHARACTERS



Tanner

Undercover cop a.k.a. "The Driver." Obsessive risk taker, with brutal methods, accustomed to highly dangerous undercover work. Frequent tendency to ignore and override authority.



Tobias Jones

Police detective, Tanner's partner. Cool, calm and confident, accustomed to working with Tanner, admiring and repelled by his methods in equal measure. Jones is more restrained, but no less dedicated.



Jericho

Former lieutenant to Solomon Caine, a gangster with an empire stretching from Chicago to Vegas. Unpredictable and unflappable, his ruthlessness is matched only by Tanner, the man who's trying to stop him.



Calita

Head of "South Beach," a notorious Miami-based car theft outfit. She is cold, efficient and ambitious. They say she once killed her own crew members in a hostage standoff — no one has crossed her since.

MAIN MENU

After the boot-up sequence, you'll be taken to the Main Menu, where you can choose from various options and game modes. Press up and down on the **directional pad** to highlight the option or game you want. Press the **A button** to select.



UNDERCOVER

This is the story mode and the main game in *DRIV3R*. You may want to try the "Take A Ride" mode first to polish up your behind-the-wheel skills before embarking on this expansive range of missions.

Continue Game

Load and continue your previously saved game.

New Game

Start a new Undercover game. You can save your game to the Xbox hard disk.

Replay Mission

You have the option of replaying completed missions. Once you have selected a saved mission, a short movie will play, which will bring you up to speed with the storyline to that point in the game.

View Cutscenes

View the cinematic sequences to bring you up to speed on the *DRIV3R* storyline.

TAKE A RIDE

In this mode, you can freely drive wherever you like, taking any vehicles you can see, picking up police tails and losing them however you want. Explore cities to unlock cheats and secrets. **Warning:** If you unlock any item in Take A Ride the auto-save feature will not be initiated. In order to save your game progress, exit the game and save your profile manually. Your profile can be located in the Options Menu under Settings > Profiles.

DRIVING GAMES

Quick Chase

Chase and destroy the opponent's car before the timer runs out.

Quick Getaway

Ditch the cops before the time runs out.

Trail Blazer

Knock over a trail of cones placed around the city. You'll start with a set time on the clock and receive one additional second for each cone hit. Reach the end in the fastest time while hitting as many cones as possible.

Survival

Survive as long as possible while manic cops ram and try to wreck you.

Checkpoint Race

Race from one checkpoint to another. Each checkpoint is placed somewhere in the city. Use your map to find the quickest route through all of the gates in the fastest possible time.

Gate Race

Drive through as many cones as possible. If you hit a cone, time is deducted from your total. The gates become narrower as you progress. Reach the end before time runs out.

OPTIONS

Extras: Access to a variety of bonus materials.

Replays: This section takes you to the Memory Management screen, where you can load, view or delete any saved replays. Once you've selected a replay, you can take it into the Film Director and start editing.

Profiles: You can load / save or delete any saved profiles.



Settings

Sound

SFX: Use the **directional pad** increase or decrease the sound effects volume.

Music: Use the **directional pad** to increase or decrease the music volume.

Headphones: Turn 3D sound simulations for

headphones ON / OFF.

Jukebox: Choose between the default *DRIVER* soundtrack or the custom soundtrack on your Xbox hard disk for in-game music.

Accept: Confirm changes and return to the Options Menu.

Display

Subtitles: Turn the on-screen subtitles ON / OFF.

Speed: Choose the unit of measurement for the speed display: miles per hour (MPH) or kilometers per hour (KPH).

Accept: Confirm changes and return to the Settings Menu.

Controls

Vibration: Turn the controller vibration function ON / OFF. During the game, the controller will vibrate in response to your actions. For example, you'll feel vibrations whenever the cops spot you, or when you collide with another car or object.

Invert Look: When turned ON, pressing up on the **right thumbstick** will cause you to look down and pressing down will cause you to look up.

Look Sensitivity: Adjust the how sensitive the look function is to **right thumbstick** input.

Auto-Aiming: When this option is enabled, the target crosshair will automatically drift and on to the nearest target.

Controller Configuration: View and change the controller configuration.

Accept: Confirm changes and return to the Settings Menu.

Game

Auto Weapon Upgrade: When turned ON, your weapon selection will change to the better weapon when one is acquired.

Thrill Cam: Adjust the amount of blur displayed during a Thrill Cam view. Turn the Pressure Slo-mo ON / OFF.

Accept: Confirm changes and return to the Settings Menu.

Language

Audio: Select a language for the in-game dialog.

Text: Select a language for the in-game text.

Accept: Confirm changes and return to the Settings Menu.

IN-GAME MENUS

Pause Menu

Press the **START** button to display the map for the city you are in. You can rotate, move and zoom in on the map to find the exact location you want.

To rotate the map clockwise move the **right thumbstick** left. Rotate the map counter-clockwise by moving the **right thumbstick** right.

Move the **left thumbstick** to move the map. The map can be moved in any direction on the screen.

To zoom in, move the **right thumbstick** forward. Move the **right thumbstick** back to zoom out.

Continue: Continue with the game.

View Replay: Show an Auto Director Replay.

Film Director: Launch the Film Director.



Thrill Cam

Press the **Black button** to see the action in dramatic real-time slow motion. Adjust the amount of motion blur displayed by increasing or decreasing the setting. Turn the Pressure Slo-mo ON to make the slo-mo sensitive to the pressure you apply to the button. Release them to return to normal speed. Turn the Pressure Slo-mo OFF to turn the slo-mo on until you press **Black button**.

Options: Turn the controller vibration and invert look functions ON / OFF and adjust SFX and Music volume.

Restart: Start the mission over.

Quit Game: Quit and return to the Main Menu.

Mission Complete

After successfully completing a mission, you'll have several options.

Next Mission: Continue on to the next mission.

View Replay: Show an Auto Director Replay.

Save Replay: Save your replay onto the Xbox hard disk.

Save Profile: Save your game progress.

Film Director: Launch the Film Director.

Restart: Retry the current mission or objective.

Quit Game: Quit to the Main Menu.

Mission Failed

View Replay: Show an Auto Director Replay.

Save Replay: Save your replay onto the Xbox hard disk.

Save Profile: Save your game progress.

Film Director: Move to Film Director options.

Restart: Retry the mission.

Quit Game: Quit and return to the Main Menu.

DRIV3R ON XBOX LIVE

With *DRIV3R* and Xbox Live, you can upload and share your saved replays or download and view other gamers' shared replays. Select "Xbox Live" from the Main Menu. You will be signed in automatically or taken to a sign-in screen depending on your settings. (Adjust your auto-sign in options in the Xbox dashboard.)

A list showing currently available replays is available after sign in. Highlight a user in this list and select "View" (**A button**) to download and view that user's replay. The list can be filtered to show most recently uploaded files, most uploads (Top Director) and Friends by pressing left or right on the **directional pad**. Select "Upload" (**X button**) to view your list of currently saved replays. Highlight a saved replay and press the **A button** to upload the replay to the Xbox Live server. Only one replay per user (per Xbox Live account) can be stored.

Uploading a file overwrites any previous shared replay. Select "Friends" (**Y button**) to manage your friends list and action messages. Select "Back" (**B button**) to return to the Main Menu. This keeps you signed into Xbox Live. Sign out (**White Button**) if you wish to stop all Xbox Live activity. If you return to the Xbox Live section after signing out, and auto sign-in is enabled, you will be automatically reconnected.

HEADS-UP DISPLAY



Timer

The timer appears at the top-center of the screen, indicating your current mission time. The time can run either up or down, depending on your current mission.

Health



You lose health if you're shot, hit by a vehicle, fall from a great height or spend too long in the water. When this meter

reaches zero, you're dead.

Your health is restored when you walk over health packs.



Felony



The felony meter appears underneath the health meter in the top left-hand corner of the screen, indicating your current felony rating. Each time you commit a crime in view of a cop your felony meter rises and the cop will give chase. If you continue to commit crimes while the cops are watching, the meter will rise further, as will the aggression of the officer in pursuit. Here's a brief list of the major crimes you can commit:

- Speeding
- Running a red light
- Destruction of public property
- Dangerous driving
- Drawing a weapon
- Terrorizing / shooting pedestrians

You reduce your felony rating when you warn pedestrians out of your way by sounding your car's horn.

Damage



Each time you plow your car into another vehicle, wall, building or other solid object, your vehicle takes damage. The severity of the damage depends on the

severity of the crash itself. But, once the damage meter, located at the top-left corner of the screen, reaches its limit, your car is wrecked.

You can however crash through benches, tables and various clutter without causing damage to your vehicle.

However, don't forget that if you wreck your car you can get out and steal another one.

Cop Location Arrows

When the cops are chasing you, the red arrows at the bottom of the screen give you some indication of their position. The number of arrows displayed corresponds to the number of cops. If the arrows are transparent, the cops are after you, but are some distance behind. If the arrows start pulsing bright red, then the cops are right on your tail.

Radar

You can use the radar on the mini map to help you navigate to your mission objective or driving game waypoint (green dots). The cities in *DRIV3R* are huge so it's not always possible to see your objective this way (remember you can see the whole map from the Pause Menu).

You can also use the radar to detect Armories (blue dots), Safehouses (red crosses), baddies (red dots) and cops. Cops are shown as a white cone, indicating their direction and field of vision. Commit felonies in sight of a cop and he'll give chase, alerting HQ to dispatch more cars. When this happens their vigilance increases and range of vision expands. When you're being pursued the radar will flash red and blue. When you lose or badly damage the cop, the radar will return to its usual color.

REPLAY MODE

Film Director

This unique and extensive editing suite lets you watch your saved replays or re-edit them into your very own car chase movies. By following the simple instructions over the next few pages, you'll learn about camera placement, frame advancement, zooms and editing. You'll be creating cinematic delights before you know it.

FILM DIRECTOR CONTROLS

Auto Director

Add Camera

Timeline Marker

VCR Controls



Save

Eject

Edit Current Camera

Timeline

Camera Views

VCR Controls



Play / Pause

Select the Play icon and press the **A button** to start the replay. Press the **A button** again during playback to pause the replay and return to the icon set. Play is normally used to reach a particular point of interest or action sequence that you wish to edit. Press **up** or **down** on the directional pad to fast forward or slow down the action.



Frame Advance

Carefully tap the **A button** to advance the replay frame-by-frame — ideal for picking out those exact moments you want to view or edit.



Fast Forward

Hit Fast Forward to view the replay at twice its normal speed. This allows you to select your desired position or camera change. Press the **A button** to return to the replay, in Pause mode.



Rewind to the Beginning

Select this to instantly rewind and restart your replay. Your camera changes and edits will remain the same after the restart.



Full Screen

Selecting this toggles off the timeline to display the screen with no overlays. Press the **A button** to toggle the timeline back in view.



Auto Director

By selecting this icon, the Film Director runs the replay in full and switches cameras automatically. This is an easy way to view your replays, as well as learn the finer details and functions of the Film Director. You can interrupt the replay at any time and edit it using any of the pre-determined Auto Director cameras.

Add Camera



Opens up a sub-menu, giving you several different cameras from which to choose. Each added camera will be effective beginning at the point at which you stopped the replay, and will be represented by an orange timeline marker.

Mounted Cameras



Chase Camera

Follows Tanner or the selected vehicle to which the camera is attached.



First Person Camera

Change the viewpoint to a first-person perspective viewed from the vehicle on which the camera is mounted or Tanner.



Rear Bumper Camera

Captures the action behind the selected vehicle. **Note:** This camera is not available for use when Tanner is on foot.



Wheel Camera

This is the classic wheel mounted camera, giving you a great shot of the road. **Note:** This camera is not available for use when Tanner is on foot.

Mounted Camera Effects



Slow Motion

Slows down the action in view. The slow motion speed can be adjusted using the slider.



Motion Blur

Blurs the action in view. The amount of blur can be adjusted using the slider.



Which Car?

Cycles through any vehicles involved in the chase to choose a vehicle on which to mount the camera. Press the **A button** to confirm your choice. **Note:** This icon will not be selectable if you are not involved in a chase.



Rotate Camera

Sets the camera rotating around the object. The speed of rotation can be adjusted with the slider. **Note:** This effect can only be used with Chase Camera.



Confirm

You must select Confirm to implement any changes made and to take you back to the play screen.

Tripod Camera



This fixed, static camera focuses on any specified action point or vehicle of your choice. Use the **left thumbstick** to move the camera forward / backward and left / right. The **right thumbstick** tilts the camera up and down.

Tripod Camera Effects



Slow Motion

Slows down the action in view. Again, the slow motion speed can be adjusted using the slider.



Motion Blur

Blurs the action in view. The amount of blur can be adjusted using the slider.



Zoom

Allows you to zoom in on a target. Amount of zoom can be adjusted using the slider.



Lock Camera to Car

The camera will focus on and follow the selected car.



Which Target?

Cycles through and locks onto vehicles or pedestrians in the scene.



Confirm

You must select Confirm in order to implement any changes made and take you back to the play screen.

Edit Camera



Opens up a sub-menu in which cameras can be edited by swapping types, changing positions and effects, adjusting start positions and deleting cameras. The camera type will be highlighted to correspond with your position on the timeline. Press the **A button** on the highlighted icon to edit the camera effects or choose one of the other camera types to swap to that camera.



Time

Move the current camera's start time (indicated beneath the orange marker) forward and backward in time by pressing **left** and **right** on the **directional pad**. Press **up** or **down** on the **directional pad** to switch from the start time to the end time. This is indicated by the flashing marker displayed on the timeline bar. **Note:** The film will not actually move.



Delete Camera Position

Delete the current camera type positioned beneath the Orange timeline marker.



Save Replay

Save the replay.



Eject

Exit Film Director.

CREDITS

Reflections Interactive

Development Director
Martin Edmondson

Project Management

Project Manager
Gareth Edmondson
Associate Project Manager
Tony M Roberts

Design Team

Steve Boland
Martin Edmondson
Craig Lawson
Mark Mainey
Sound Engineer
Seb Thomas

Programming Team

Technical Lead
Christopher Phillips
Tools and Technology Management
Philippe Paquet

Physics Team Lead
Chris Jenner

Programming Team

Allan Bentham
Andrew Davies
Dave Chambers
John Connors
Gavin Freyberg
Jonathan Grant
James Hopkin
Russ Lazzari
Will Musson
John McKenna
Tom Morris
Steve North
Jeanette Phillips
Steve Robb
Paul Ryland
Andrew Scott
Allan Walton

Additional Programming

Alistair Brown
Stephane Beley
Wayne Coles
Paul Ivorra
Peter Jones
Aaron Leiby
Awen Limbourg

Patrick Lau
Paul Maidens
Ben Merrick
Steve Meyer
Andrew Newton
Chris Preston
Himansu Patel
Mark Rowley
James Rutherford
Chris Simpson
Gary Ushaw
Peter Young

Mission Programming Management
Robin Wardle

Art Teams

Art Manager
Dave Oxford, Sr.

Miami

City Lead
Dan Oxford
Steve Adams
Mark Adamson
William Brown
Kally Chow
Richard Daglish
Tim Flowers
Nick Honey
Jim Nelson
Alex Nye

Nice

City Lead
Dave Oxford, Jr.
Andrew Bales
Allison Best
Paul Foster
Emilia Nye
Graham Sergeant
Cuy Walker

Istanbul

City Lead and In-Game Art Lead
Phil Baxter
Adreas Tavni
Anthony Erskine
Gavin Greaves
Paul Gerrard
Andy Sharratt
John Smiley
Martyn Wilson
Dean Windle
Mark Wright

Additional Art
Jack Couvela
Dick Lambert
Chris Willacy

Vehicle Art
Simon Auchterlonie
Paul Dykes

Additional Vehicle Art
John Roxburgh
Mark Wilks
Kally Chow

Scripting

Lead Scripter
Steve Boland
Craig Anderson
Lee Barber
Rob David
Anthony Erskine
Paul Gerard
Martin Oliver
Jonathan Rivers
Andrew Stewart
Stuart Varrall

Cinematics

Cinematics Project Management
Dave Oxford, Sr.
Mark Akester
Robin Armstrong
David Cockburn
Marcus Hardy
Andrew James
Richard Robinson
Chris Rubery
Mahe Subramanian

Storyboard Artist
Paul Davidson

Screenplay & Cut Scene Director
Maurice Suckling

Animation Production Coordinator
Simon McKeown

In-Game Animation Team

Lead
Gavin Williams
Raphael Nogues
Mike Thompson

Additional Animations
Gavin Whelan

Additional Character Modelling
Pete Collier
David Hall

Lyndon Munt
Richard Smith

QA

QA Manager
Graeme Jennings

Lead
John Hopkin

Testers
Andrew Baji
Dan Craagh
Alick Gardiner
Geoff Pate
Richard Todd

Tech Support

John Hurst
Paul Noble

Special Thanks

Big thanks to all the long-suffering families and friends of the *DRIVER* team members. Thanks for being patient.
Giselle Stewart, Bridgette Smith, Jan Hurst, Rob Watts, Gareth Betts, Lynn Daniels, Keith Leary, Lee Kirton, Mike Webster, Jeff Sehring, Matt Frary, Dave Gatchel, Stephane Baudet, Rob Dobi, Turbo PACS Performance Center in Durham.
All the *DRIVER* fansites — Yes we do read the forums.

Atari

Executive V.P. Sales & Marketing — North America
Wim Stocks

V.P. Corporate Communications — North America
Nancy Bushkin

General Manager, Santa Monica Studio
Yves Blehaut

Senior Producer
Gareth Betts

Associate Producer
Chris Dawson

Director of Brand Marketing
Jean Raymond

Senior Brand Manager
Mike Webster

Brand Manager
Jeff Sehring

Director of Marketing, Games Division
Kilbino Henze

Director of Creative Services
Steve Martin

Director of Editorial & Documentation
Services
Elizabeth Mackay

Art Director
David Quinn

Documentation Specialist
Chris Dawley

Copywriter
Norm Schragger

Director of Publishing Support
Michael Gilmartin

IT Manager/Western Region
Ken Ford

Manager of Technical Support
Michael Vetsch

Q.A. Supervisor/Manager
Dave Strang

Lead Testers
Chris Dawson
Pepe Jauregui
John Seefurth
Mike O'Shea

Testers
Joe Acedillo
Mike Bruce
Adam Caldwell
Elong Chiu
Andy Fang
Al Flores
Daniel Garcia
Jason Gates
Mike Greenier
Jon Hockaday
Jeff Loney
Stefan Nelson
Chris Reimer
Amy Patterson
Howell Selburn
Arif Sinan
Mike Shamsid-Deen
Piers Sutton
Leo Trac

Engineering Services Specialist
Ken Edwards

Engineering Services Technician
Eugene Lai

Sr. Manager, Strategic Relations
Cecelia Hernandez

Director of Business Development
John A. Hunter

Strategic Relations Specialist
Shana Patel

Content Manager
Mark T. Morrison

Senior PR Manager
Brandon Smith

V.P. of Business and Legal Affairs
Steve Madsen

Director, Business and Legal Affairs
Travis Stansbury

Rights and Clearance
Tony Peterson

Director, Global Web Services
Jon Neison

Producer, Online
Scott Lynch

Senior Programmer, Online
Gerald "Monkey" Burns

Senior Web Designer, Online
Richard Leighton

Online Marketing Manager
Sarah Horton

Special Thanks

Susan Tumang
Paula Richardson

Voice Actors

Dubois
Jake Canuso
vauban
Stephan Cornicard
Bad Hand
Dimitri Goritsas
Tanner
Michael Madsen
Qator
Quarie Marshall
Baccus
Iggy Pop
Lomaz
Eluid Porras
Jones
Ving Rhames
Calita
Michelle Rodriguez
Jericho
Mickey Rourke

Sound Effects
Additional Voices
Emmanuel Bonam
Fesun Burgess
Jake Canuso
Chris Dawson
Dimitri Goritsas
Nathalie Horn
Quarie Marshall
Rafael Noguez
Zeki Okar
Iggy Pop
Regina Reagan
Huseyin Saken
Martin T. Sherman

Additional Cinematics Credits

Additional Direction
George Milton
Casting Director for UK-based Action
Sarah Hughes
Photography
Laurence Jessop
UK Recording Studio
Aquarium Studios
www.aquariumstudios.co.uk

Centroid Motion Capture Studio,
Shepperton; www.centroid3d.com; Ben
Murray, Mike Stilgoe, Phil Stilgoe
Motion Capture Actors
Chopper
Sean Cronin
Joseph Gatt
Jane Lesley
Tom Sykes

Audio Post Production
Game Audio Ltd. www.gameaudio.com

Music

Music Design
Nimrod Productions
www.nimrodproductions.com

Music supervisor and Official
Soundtrack concept
Marc Canham

In-game and FMV music composed by
Marc Canham/Rich Aitken/Narco



In game music performed by Narco



Music Supervisor
Laurence Jessop
Mixed by Rich Narco
Mastered by Robert Gretsch

In-game music featuring the The
Nimrod Session Orchestra.
Arranged and Conducted by Jonathan
Williams

Lead Players
Robin Ashworth
Ben Griffiths
Dominic Jewell
Andrew Joyce
Carys Lane
Anna Starkey
Jon Stone

Special thanks for making the music
happen to
Iggy Pop, Art Collins, Charlie Rapino,
Woli Ulban, Nick Feldman, Caroline
Henley, Karen Mai Jones, Louisa
Demetriades, Carlos Bedoya, Martin
Edmondson and Maurice Suckling.

DRIV3R Soundtrack available on Epic
Records. www.epicrecords.com

"Epic" Registered Trademark
is the exclusive trademark of Sony
Music Entertainment Inc.
www.sonymusic.co.uk
www.sonymusic.com



Music Artists

"Move Over"

Performed by Teddybears STHLM

Written by Teddybears STHLM

Published by Madhouse

© 2001 Sony Music Entertainment

(Sweden) AB

Licensed courtesy of Sony Music

Entertainment (UK) Limited

"C'mon and try"

Performed by mellos(drone)

Written and produced by Jonathan

Bates

Mixed by Brian Virtue

Published by boring music (BMI)

© 2004 boring music

Licensed courtesy of ARTISTdirect

Records

"The 2nd Evolution"

Written and performed by Narco

Mixed by Rich N

Copyright Control

Licensed courtesy of Nimrod

Productions Limited

"Black Thread"

Performed by Los Halos

Written by Los Halos

Recorded by Jason Knight at Minor

Street Records

Mastered by Walt Bass Sonic Studios

Published by Loveless Records

© 2001 Loveless Records

Licensed courtesy of Loveless Records

"Static in the Cities"

Performed by Hope Of The States

Written by Sam Heughy, Paul Wilson,

Jimmi Lawrence, Anthony Theaker,

Mike Siddell, Simon Jones

Copyright Control

© 2003 Sony Music Entertainment

(UK) Ltd

Licensed courtesy of Sony Music

Entertainment (UK) Limited

Music Artists

"Rock On by the Sea"

Written by Iggy Pop and James

Williamson

Published by Bug Music Ltd, EMI

Music Publishing Ltd

© 1973 Sony Music Entertainment

Inc.

Licensed courtesy of Sony Music

Entertainment (UK) Limited

"Destiny"

Performed by Syntax

Written by Syntax, Tim Gordine

Published by Salvation Music /

Copyright Control

© 2003 Illustrious Records Ltd./Sony

Music Entertainment (UK) Limited

Licensed courtesy of Sony Music

Entertainment (UK) Limited

"Bowels Of The Beast"

Performed by The Raveonettes

Written by Sune Rose Wagner

Published by Crunchy Tunes (KODA)

© 2002 Sony Music Entertainment

Inc.

Licensed courtesy of Sony Music

Entertainment (UK) Limited

"Ripe For The Devil"

Performed by Okunieff

Written by David Okunieff

Orchestration Nat Woodcock

Copyright Control

"Boy From The City"

Performed by SLO-MO

Written by David J Gledhill

Published by Circus Records

© 2003 Circus Records

Licensed courtesy of Circus Records

"Big Brat"

Performed by Phantom Planet

Written by Alexander Greenwald

Published by Flying Saucer Fuel Music

(ASCAP), Johnny Rebel Music (ASCAP),

I Like Music (ASCAP), Shaggstar

Publishing Co. (ASCAP)

© 2003 Sony Music Entertainment

Inc.

Licensed courtesy of Sony Music

Entertainment (UK) Limited

Music Artists

"Written by Jonathan Taylor"

Christopher Alcock, Gerard Roberts,

Archibald Buchanan-Dunlop, James

Sturdy

Copyright Control

© 2004 Sony Music Entertainment

(UK) Ltd

Licensed courtesy of Sony Music

Entertainment (UK) Limited

"Zero PM"

Performed by The BellRays

Written by Tony Fate

Published by The BellRays

© 2002 The BellRays

Licensed courtesy of The BellRays

"Evil Brother"

Written and performed by Narco

Mixed by Rich N

Copyright Control

Licensed courtesy of Nimrod

Productions Limited

DRIV3R — THE SOUNDTRACK

Ear-crunching drums, blistering guitars, scorching vocals, ripped-up synths, busted-up boom machine and some of the most exciting underground bands around were thrown into a blender, and out shot *DRIV3R — The Soundtrack*.

Imagine traveling through radio stations late at night, so late it's starting to be early. You find a signal where you never noticed one before. You hear a DJ talking, playing tunes, and talking, and it's like the unstoppable fast ball and testimony of a lost prophet spilling out into the world. If no one listens, he still takes all the same pain, old, what his experience and insight over long dark years have given him. And for a time you listen, as he carries you on a journey which, though his, is also yours and everybody's. Then the next night you may try to find him again, and the station will be gone.

This was the voice of Iggy Pop.

Maureen

www.maurensuckling.com



"c'mon and try"

mellowdrone

Described as "multi-layered sonic textures," mellowdrone started as Jonathan Bates, a Mac and a Radio Shack keyboard. Born in Miami, Bates studied in Boston and landed in L.A., joining up with Greg Griffith, Tony De Matteo and Scott Ellis. Now they're a band and about to explode with a self-produced EP and a full

length debut in 2004.

www.mellowdrone.com

"c'mon and try" features in the opening "Miami" scene, taken from the EP *go get 'em tiger*, released Spring 2004.



"Big Brat"

Phantom Planet

Fredonia, that famous New York Amish community, had no idea what was going down in that log cabin in the woods. Phantom Planet were held up in there with producer Dave Erickmann. From that session comes "Big Brat."

www.phantomplanet.com

"Big Brat" features in the Face Facts scene, taken from the album *Phantom Planet*, released June 2004.



"Gimme Danger"

Iggy And The Stooges

Track 2 of the *Raw Power* LP, the album that drop-kicked Punk Rock into existence. When that Punk ball lands in '76, three years later, the world panics.

www.iggypop.com

"Gimme Danger" features in The Good Guys scene, taken from the album *Raw Power*, 1973.



"Bowels Of The Beast"

The Raveonettes

So what's it all about, Raveonettes? "It's about the ground whooshing transformative power of unbridled electricity." Their debut EP won Best Rock Album in their native Denmark last year. Every track was in Bb minor, was under 3 minutes long and used no more than 3 chords. That's a bolt of lightning, and it's just

struck again in their new album *Chain Gang of Love*.

www.theraveonettes.com

"Bowels Of The Beast" features in The Bagman scene, taken from the EP *Whip It On*, 2002.



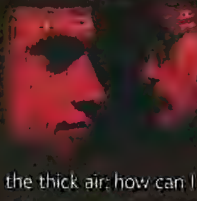
"Boy From The City"

SLO-MO

"The boy from the city is operating with an overload of information." He's got wide-boy swagger, drawling the sharp lyrics of a tragi-comic story, samba beat, bongos and fuzz guitars. It's a sound oscillating between laid-back and stamping all over you.

SLO-MO on www.circusrecords.net

"Boy From The City" features in the Escape scene, taken from the album *SLO-MO*, 2003.



"Destiny"

Syntax

Listen, and there's a relentless surge, growing and pushing up, driving through, unavoidable and inescapable. Like the roots of a black plant rippling through concrete, on the palms of the black stalks the question clings to the thick air: how can I escape the path that I'm on? Syntax are on their way.

www.syntaxonline.co.uk

"Destiny" features in the Destiny scene, taken from the album *Meccano Mind*, released Spring 2004.

OKUNIEV

"Ripe For The Devil"

Dkuniev

The devil is a fallen angel of god, banished from heaven for questioning. Okuniev are musicians and visual artists. They are from East London, which is below Angel on the underground. They have questions too. Can the blind not see them with their ears and can the deaf not hear them with their eyes?

www.okuniev.com

"Ripe For The Devil" features in the Istanbul scene, taken from their debut LP, released Summer 2004.



"Move Over"

Teddybears STHLM

The Teddybears STHLM started life as a trash punk band on the Stockholm underground. They came to realize they could cause more havoc and throw more surprises in the studio, so that's what Patrik Arve, Klas Ahlund and Jocke Ahlund do now.

www.teddybearssthlm.com

"Move Over" features in the menu screens. Teddybears STHLM have just finished working on their new album *Fresh*.



"Evil Brother"

"The 2nd Evolution"

"Stand Off"

Narco

"Look out baby, cause I'm using technology." No laws. No chords. Real people and real machines. Ultra modern and no compromise. In your face and going through it. Like the man says, "What do you think?"

www.narcomusic.co.uk

"Evil Brother," "The 2nd Evolution" and "Stand Off" feature in *DRIV3R*, and are taken from the album *Control Of The Stereo* released Summer 2004.



"Black Thread"

Los Halos

The truth is such a simple lie. If truth is finite and less than the space it hopes to fill, then lies fill the vacuum. Since 1998 Los Halos have filled the space with their truth.

www.loshalos.com

"Black Thread" features in the Massage scene, taken from the album *Los Halos*, 2001.



"Exit"

Stateless

"I used to think it was a beautiful dream... to fly away like a bird. Birds get shot down." There's the spinning and reaching in the keyboards, like a small bird tied to a post trying to fly, straining to get away only going round and round. But in the chorus you start to believe it's going to get free.

<http://www.stateless-online.com/>

"Exit" features in the Face Facts and Drop Site #1 scenes, taken from their debut album, released late 2004.



"Zero PM"

The BellRays

I had this dream where I was at a gig hearing explosions of sound from a band, my mind crashing backwards trying to find ways to describe them, slamming into dead ends. I was afraid to wake up, when I did I swear I smelled octane. Meet The BellRays. The band beyond your dreams.

www.thebellrays.com

DRIV3R features the track "Zero PM" in the end credits, taken from the album *Meet The BellRays*, 2002.



"Static In The Cities"

Hope Of The States

Drive as fast as you like, for as far as you like and Hope Of The States will still be right where they were when you started, still inside you. The solitude of the guitar and the soaring aspiration of the strings. We can't escape these things. They are us.

www.hopeofthestates.com

"Static In The Cities" features in the Contacts scene. Hope Of The States release their debut album Summer 2004.

Nimrod Productions and *DRIV3R*

For Nimrod Productions *DRIV3R* was a totally engrossing project. Responsible for the overall music design — from selecting the tracks for the album with game developers Reflections — to writing the original score for the game, Nimrod strove for a filmic feel with a cutting edge. They spent over six months recording with Narco and The Nimrod Session Orchestra at their Oxfordshire studios, as well as jetting out to Miami to record the legendary Iggy Pop. Nimrod, alongside Epic Records and Reflections, have been working for *DRIV3R* — The Soundtrack to set a new standard for all game soundtracks to follow.

Special Thanks

Iggy Pop, Art Collins, Charlie Rapino, Wolf Urban, Nick Feidman, Caroline Henley, Karen Mai Jones, Louisa Demetriades, Carlos Bedoya, Martin Edmondson and Maurice Suckling.

Atari does not control, and disclaims any responsibility or liability for, the functioning and performance of third-party web sites and any content on or available through third-party web sites.

ATARI WEB SITES

To get the most out of your new game, visit us at:

<http://www.us.atari.com>

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

www.us.atari.com/freebies

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

www.ataricomunity.com

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

www.us.atari.com/terms_of_service.asp

TECHNICAL SUPPORT [U.S. & CANADA]

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.atarisupport.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7106**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated System so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7106** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

YOU'VE GOT THE GAME NOW GET THE GUIDE



Exhaustive drivethroughs of all missions

Thorough strategies and maps for Istanbul, Nice, and Miami Beach

Expert tips for taking charge of more than 70 playable vehicles, from muscle cars to buses

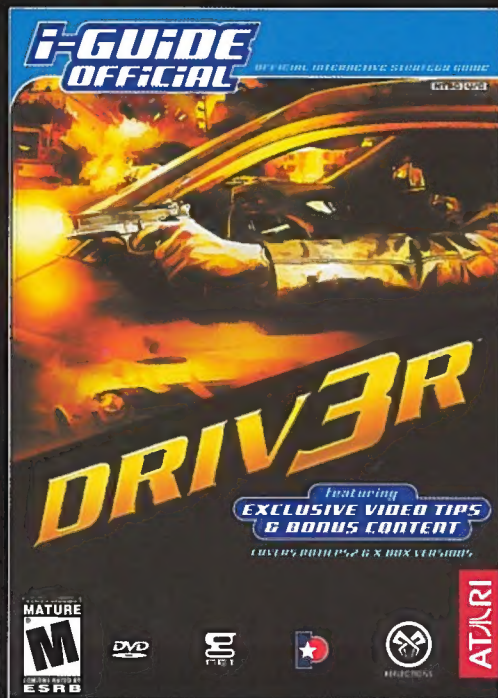
For more information visit www.primagames.com



DRIV3R © 2004 Atari, Inc. All rights reserved. Created and developed by REFLECTIONS Interactive Limited, an Atari studio. All trademarks are the property of their respective owners.



DRIV3R'S ED



THE OFFICIAL INTERACTIVE STRATEGY GUIDE ON DVD
MISSION WALKTHROUGHS * VEHICLE FIELD TESTS
CITY HIGHLIGHTS * SPEED TIPS * SECRETS & CHEATS
PLUS ONLINE, PRINTABLE, & BONUS CONTENT

Get the iGuide. Rock the Game.



DISTRIBUTED BY:



©ig-MET Media, LLC. All Rights Reserved. ig-MET Media, the ig-MET logo, and the i-Guide Official logo are trademarks of ig-MET Media, LLC. Distributed by FUNimation Productions, Ltd. DRIV3R ©2004 Atari, Inc. All Rights Reserved. Created and developed by REFLECTIONS Interactive Limited, an Atari Studio. All trademarks are the property of their respective owners. Manufactured and marketed by Atari, Inc., New York, NY.

WWW.IGUIDES.NET

IN STORES NOW



BLAZING THE TRAIL FOR DRIVING ACTION GAMES DRIV3R
FEATURES THE MOST GROUNDBREAKING BANDS, LINKING GRITTY
UNDERGROUND SOUNDS WITH HARDCORE GAMING.

THIS SOUNDTRACK RECREATES THE THRILL RIDE OF WHITE-KNUCKLE
ACTION AND INTRIGUE THROUGHOUT THE GAME. SETTING THE SCENE
IS THE LEGENDARY IGGY POP. HEAR ALL THE FULL LENGTH TRACKS
FROM CUTTING EDGE BANDS INCLUDING PHANTOM PLANET,
IGGY & THE STOOGES, THE RAVEONETTES AND SYNTAX.



EPICRECORDS.COM

NOTES:

5

NOTES:

[illegible]

END-USER LICENSE AGREEMENT

IMPORTANT — READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

AGREEMENT

This document is an agreement between you and Atari, Inc. and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Pak ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the "Manual"). Select the Automated Phone System's Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the "I Accept" button. By clicking the "I Accept" button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

COPYRIGHT

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and "applets" incorporated into the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

1. If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer.
2. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession.
3. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.
4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an "Editor"), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the "Variations"), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

5

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

DRIV3R © 2004 Atari, Inc. All rights reserved. Created and developed by REFLECTIONS Interactive Limited, an Atari Studio. All trademarks are the property of their respective owners.

Microsoft, Xbox, Xbox Live, the Live logos and the Xbox Logos are registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.